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## **Abstract**

## Method for Exchange of Data and User Interface Components

- 10 1. A method for exchange of data and user interface components over a network, the method including the steps of:
  - (a) enabling a first user to logon to a server;
  - (b) enabling the first user to create a message containing a data object;
- (c) receiving from the first user the message together with an identity of at least one second user to whom the message is to be sent;
  - (d) sending the message to the second user upon the second user logging on to the server; and
  - (e) enabling both the first user and the second user to substantially simultaneously open and view the message including the data object.

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